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2 Modeling and simulation of high-frequency integrated circuits based on scattering parameters
A. T. Yang, C. H. Chan, J. T. Yao, R. R. Daniels, J. P. Harrang
June 1991 **Proceedings of the 28th conference on ACM/IEEE design automation**
Full text available:  pdf(622.93 KB) Additional Information: full citation, references, citations, index terms

3 An experimental multi-media bridging system
E. J. Addeo, A. B. Dayao, A. D. Gelman, V. F. Massa
April 1988 **ACM SIGOIS Bulletin, Conference Sponsored by ACM SIGOIS and IEEECS TC-OA on Office information systems**, Volume 9 Issue 2-3
Full text available:  pdf(1985.07 KB) Additional Information: full citation, abstract, references, citations, index terms

The prototype system, which is described in this paper and called the Multi-Media Bridge, is designed to test service concepts and evolving technologies that make possible the deployment of multi-media group communications in future broadband networks. It incorporates such features as extended quality audio, full-motion video, graphics and data multi-point communications capability. The Bridge could serve as either a separate vendor entity or as an integral part of a network-based complex. ...

4 Object oriented visual interactive simulation
Ranko Vujosevic
December 1990 **Proceedings of the 22nd conference on Winter simulation**
Full text available:  pdf(1.10 MB) Additional Information: full citation, references, citations, index terms

5 A parallel implementation of collective learning systems theory: Adaptive Learning Image Analysis System (ALIAS)
Peter Bock
January 1990 **Proceedings of the 1990 ACM annual conference on Cooperation**
Full text available:  pdf(1.30 MB) Additional Information: full citation, abstract, references, citations, index terms

An alternative to preprogrammed rule-based Artificial Intelligence is a hierarchical network of cellular automata which acquire their knowledge through learning based on a series of trial-and-error interactions with an evaluating Environment, much as humans do. The input to the hierarchical network is provided by a set of sensors which perceive the external world. Based upon this perceived information and past experience (memory), the learning automata synthesize collections of trial respon ...

6 Directory of educational discounts, donations, and grants
Hubert Callihan
August 1992 **ACM SIGGRAPH Computer Graphics**, Volume 26 Issue 3
Full text available:  pdf(454.41 KB) Additional Information: full citation, abstract, index terms

The information included here was compiled using responses from 36 hardware and software vendors who were among 189 exhibitors attending the 1991 SIGGRAPH Conference in Las Vegas. Product descriptions and other details vary, but in most cases, provide enough information for educators to inquire further about opportunities to obtain products at a discount, as a donation, or possibly as a grant in connection with academic research. Companies responding that have neither educational discount, donat ...

7 Building end user applications with extend

David Krahli

December 1995 **Proceedings of the 27th conference on Winter simulation**

Full text available:  pdf(599.96 KB)

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8 Designing a menu-based interface to an operating system

Thomas S. Tullis

April 1985

Proceedings of the SIGCHI conference on Human factors in computing systems

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The development of a large menu-based interface to an operating system posed a number of interesting user interface questions. Among those were how to determine the user's view of the relationships among the myriad of functions in the system, and how to reflect those relationships in a menu hierarchy. An experiment utilizing a sorting technique and hierarchical cluster analysis was quite effective in learning the user's perception of the relationships among the system functions. A second ex ...

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Peter Bock
January 1990 **Proceedings of the 1990 ACM annual conference on Cooperation**
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An alternative to preprogrammed rule-based Artificial Intelligence is a hierarchical network of cellular automata which acquire their knowledge through learning based on a series of trial-and-error interactions with an evaluating Environment, much as humans do. The input to the hierarchical network is provided by a set of sensors which perceive the external world. Based upon this perceived information and past experience (memory), the learning automata synthesize collections of trial respon ...

3 A visual retrieval environment for hypermedia information systems
Dario Lucarella, Antonella Zanzi
January 1996 **ACM Transactions on Information Systems (TOIS)**, Volume 14 Issue 1
Full text available:  pdf(1.76 MB) Additional Information: full citation, abstract, references, citations, index terms, review

We present a graph-based object model that may be used as a uniform framework for direct manipulation of multimedia information. After an introduction motivating the need for abstraction and structuring mechanisms in hypermedia systems, we introduce the data model and the notion of perspective, a form of data abstraction that acts as a user interface to the system, providing control over the visibility of the objects and their properties. A perspective is defined to include an intension and ...

Keywords: browsing, complex objects, direct object manipulation, graph-oriented models, hypermedia applications, information filtering, visual interface

4 Software for simulation
Jerry Banks
November 1996 **Proceedings of the 28th conference on Winter simulation**
Full text available:  pdf(908.02 KB) Additional Information: full citation, references, citations

5 Motion recovery for video content classification
Nevenka Dimitrova, Forouzan Golshani
October 1995 **ACM Transactions on Information Systems (TOIS)**, Volume 13 Issue 4
Full text available:  pdf(2.74 MB) Additional Information: full citation, abstract, references, citations, index terms

Like other types of digital information, video sequences must be classified based on the semantics of their contents. A more-precise and completer extraction of semantic information will result in a more-effective classification. The most-discernible difference between still images and moving pictures stems from movements and variations. Thus, to go from the realm of still-image repositories to video databases, we must be able to deal with motion. Particularly, we need the ability to classi ...

Keywords: MPEG compressed video analysis, content-based retrieval of video, motion recovery, video databases, video retrieval

6 Adaptive interaction with knowledge-based systems

F. de Rosis, M. T. Cozza, B. de Carolis, S. Errore, S. Pizzutilo, I. de Zegher
June 1994 **Proceedings of the workshop on Advanced visual interfaces**

Full text available:  pdf(725.08 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)



7 Towards intelligent recognition of multimedia episodes in real-time applications

J. Gabbe, A. Ginsberg, B. Robinson
October 1994 **Proceedings of the second ACM international conference on Multimedia**

Full text available:  pdf(999.61 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#), [index terms](#)



The ability to automatically capture and index multimedia information for later perusal and review is critical to the success of future multimedia services. In this paper, we describe how to automatically generate indexes of real-time streams without requiring deep content analysis. Our techniques involve segmenting continuous audio and video into natural units, and relating these to discrete events from the multimedia application, such as user interactions, control events, and data content ...

8 Software development for the Space Station Freedom Program in the year 2000

James R. Miller, Timothy R. Dugan
July 1990 **Proceedings of the seventh Washington Ada symposium on Ada**

Full text available:  pdf(1.14 MB)

Additional Information: [full citation](#), [references](#), [index terms](#)



9 Enhancing visual interaction: Kaleidoquery: a visual query language for object databases

Norman Murray, Norman Paton, Carole Goble
May 1998 **Proceedings of the working conference on Advanced visual interfaces**

Full text available:  pdf(1.32 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citing](#)



In this paper we describe Kaleidoquery, a visual query language for object databases with the same expressive power as OQL. We will describe the design philosophy behind the filter flow nature of Kaleidoquery and present each of the language's constructs, giving examples and relating them to OQL. The Kaleidoquery language is described independent of any implementation details, but a brief description of a 3D interface currently under construction for Kaleidoquery is presented. The queries in thi ...

Keywords: OQL, object databases, three-dimensional interface, visual query language

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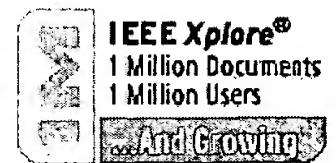
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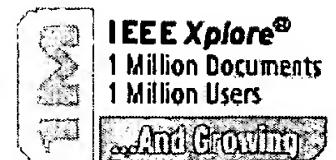


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2 Asymptotic behavior of nonlinear compartmental systems: Nonoscillation and stability

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3 Compartmental system analysis: Realization of a class of linear systems with physical constraints

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4 Distributed networks with small parasitic elements: Input-output stability

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Numata, J.; Iri, M.;
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1 Status and trends of power semiconductor device models for circuit simulation

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2 Defect tolerance in VLSI circuits: techniques and yield analysis

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4 IEEE recommended practice for the design of reliable industrial and commercial power systems analysis

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8 Digital circuits and systems

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10 High speed stored product recursive digital filters

Dubois, D.; Steenaart, W.;
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13 A minimization problem in systems characterized by acyclic signal flow graphs

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14 Design aids for VLSI: The Berkeley perspective

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15 A graph-theoretic approach to the IC layout resizing problem

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18 Automatic test generation techniques for analog circuits and systems: A review

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20 Generation of software for computer controlled test equipment for testing analog circuits

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27 Patterns in pattern recognition: 1968-1974

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32 The Mechanical and Electrical Properties of Polymers:An Elementary Molecular Approach

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gleaned from artificial intelligence. **Icon based** Systems use the twodimensional (2D) diagrams, construction drawings, or electrical-circuit diagrams) based on their content, instead of documents. Technical documents (e.g. electrical-circuit diagrams) follow strict representation rules.
antares.ethz.ch/Public-Web-Pages/lorenz/LV94.ps

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very user friendly and simple to learn, as it is **icon based** and requires no programming The produced the behaviour of various dynamic systems in **circuit** analysis, modelling and control theory, graphs
Oakly B.A virtual classroom approach to teaching **circuit** analysis. IEEE Trans Education, Vol 39, No 3,
www.control.auc.dk/~mk/krakow.ps

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[PAD++: A Zoomable Graphical Sketchpad for..](#) - Bederson, Hollan, ... (1995) (Correct) (3 citations)
as an alternative to traditional window and icon-based interfaces. We discuss the motivation for
in the availability of information because of new network and computational technologies. Paradoxically,
our computing systems or that is reachable via network connections. In addition, this information,
hci.ucsd.edu/papers/jvlc-96-pad/jvlc-96-pad.ps.gz

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desirable. Also a simple electronic communication network will be established. For analysis of
a reliable physical model structure. 3) A Neural Network model is appropriate for complex nonlinear
www.control.auc.dk/~mk/krakow.ps

[Implementation Of A Parallel Processing..](#) - Goulard, Mayrand, ... (Correct)
expert system to aid in decisionmaking) and an icon-based working interface requiring no specific
regarding data validity (including neural networks for building physical models and an expert
the required modelling parameters of neural networks. The on-line mode is utilized for diagnosing
www.crm.umontreal.ca/~physnum/WEB_OLD/Physnum/..../pub/parallel/rt93.ps.Z

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[Specification and Execution of Multiagent Missions - MacKenzie, Cameron, Arkin \(1995\) \(Correct\)](#)

does not require programming knowledge since a **graphical editor** has been developed which allows visual require programming knowledge since a **graphical editor** has been developed which allows visual placement generates intermediate code in the Configuration **Network** Language (CNL) to minimize the complexity of the ftp://cc.gatech.edu/pub/people/arkin/web-papers/specification_and_execution_of_multiagent_missions.ps.Z

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[How to Build VLSI-Efficient Neural Chips - Beiu \(1998\) \(Correct\)](#)

Introduction In this paper a **network** is an acyclic **graph** having several input nodes (inputs) and some (at EIS'98 Tenerife, Spain, February 9-13, 1998 **Editor:** E. Alpaydin (Volume 2: Neural **Networks**) ICSC bounds can be used to efficiently build neural **network** chips. The focus will be on complexity aspects sst.lanl.gov/nis-projects/daps/new/bib/ps/LU7_1917.PS

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[Behavior-Based Control: Examples from Navigation, Learning, and..](#) - Mataric (1997) (Correct) (39 citations)
system of an agent can be precompiled as a decision **graph** into a collection of reactive **rules** (a universal
be in a table, a set of reactive **rules**, a simple **circuit**, a vector field, or a connectionist **network**. All
simple **circuit**, a vector field, or a connectionist **network**. All of those implementations are variations of
ftp.usc.edu/pub/nn_robots/papers/autonomous.robots/97/jetai-arch.ps.gz

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[Efficient Variable Ordering Heuristics for Shared ROBDD](#) - Chung, Hajj, Patel (1993) (Correct) (8 citations)
The **circuit** diagram can be viewed as an undirected **graph**, where gates and primary inputs are treated as
have been tested on ISCAS and MCNC benchmark **circuits**. In all examples, the ordering is accomplished
variable ordering. 1. For a single-output tree **network** consisting of only primitive gates (AND, OR,
uivlsi.csl.uiuc.edu/~hajj/papers/iscas93pyc.ps

[An Approach to Multiply Segmented Constraint Satisfaction..](#) - Helzerman, Harper (1994) (Correct) (2 citations)
[13] Randall A. Helzerman and Mary P. Harper. An approach to multiply-segmented
yara.ecn.purdue.edu/~helz/pages/..../papers/aaai.ps.gz

[On Characterizing Optimal Buffer Control Policies in ATM Nodes](#) - Seshadri, Srinivasan (1994) (Correct)
networks. An ATM **network** can be visualized as a **graph** in which each node corresponds to an ATM switch
more important issue in ATM-based **networks** than in **circuit-switched networks**. An ATM **network** can be
schemes for high speed integrated services **networks**: i) given the pattern of cell arrivals from
ftp.cs.duke.edu/pub/dist/techreport/1994/1994-25.ps.Z

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